Ultima VII, Part Two: THE SERPENT ISLE
Moonshade Townplot (MOONSHAD.DOC)
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SET-UP

First Visit: Avatar comes here looking for Batlin and Gwenno, and also to acquire a spellbook.

Second Visit: The Avatar comes seeking Shamino the Anarch.

SYNOPSIS

First Visit: Avatar helps Pothos get Blood Moss, is rewarded with secret to getting to Mad Mage Isle. Rotoluncia kidnaps Iolo, Avatar must rescue him. Avatar learns only way to escape Moonshade is by underground passageway, but he must gain secret of the Magic Harp (from Moth) and Cold Spell (from Frigidazzi, but only by first being thrown into Mountains of Freedom prison). Avatar gains Artifact of Truth (mirror) by aiding Gustacio with experiments, also restores Ale to Edrin.

Second Visit: Frigidazzi and Filbercio help Avatar to surprise Shamino the Anarch in his Palace, and kill him with the Daemon Sword.

RESULTS

First Visit: The Avatar gains spellbook, as well as (hopefully) spells needed in other townplots (namely, Furnace). The Avatar either has the Artifact of Truth, or he can get it at will when he knows that he needs it (for Gorlab Swamp).

Second Visit: The Avatar has a Bane soul in the Daemon Sword, and can bring Shamino's body to Monk Isle for resurrection.

TOWNPLOT

1) Captain Hawk **(see Sleeping Bull townplot)** reaches the Isle of Beyond [where Moonshade lies] only after a harrowing voyage, with a close call from the Magic Storms. He refuses to take again to the sea. **The ship has a ensorcelment which makes it impossible for any except Hawk to use her.**

2) The Avatar has three reasons for journeying here -- the search for Batlin, the search for Gwenno, and in order to obtain a new spellbook.

3) The Avatar can obtain the following information from the stated individuals:

Batlin was very interested in the ancient inhabitants of this land, the Ophidians. [Fedabiblio]
Batlin had a business dealing with Torrissio (gained Soul Prism spell). [Freli]
Batlin had a strange artifact, a Serpent made of Black Rock. [Ducio, Gustacio]
Batlin offered to purchase Serpent Teeth, but nobody would sell. [all the mages, Pothos]

Batlin left here for Monk Isle, to study the writings there. [Rocco]
Batlin purchase Serpent Scales (Serpent magic reagent). [Pothos]
Batlin had an unusual quantity of cold-weather gear. [Bucia]
A strange visitor came in the night (Deadeye). [Petra]

Gwenno came here many weeks ago. [Bucia, Rocco]
She studied at the Mages' Library, especially the historical scrolls. [Fedabiblio, Gustacio]
Gwenno was curious about the non-human races, particularly the Gwani. [Frigidazzi, Petra]
She sang a song about her beloved husband, Iolo. [Melino, Columna]
Gwenno left here to journey to Monk Isle. [Rocco, Petra]

Bucia identifies Selina as the enchantress who preferred fish-net stockings.
Bucia knows that Columna wears moonsilk stockings.
Frigidazzi knows about Selina's partnership with Batlin (she and Selina were friends).

4) Soon after the Avatar's arrival, he is invited to the Mage's palace. **If he arrives at a suitable hour, a banquet is in progress. If not, he is asked to return at the hour of the banquet.** ***The banquet is tied to Filbercio's conversation -- while in the Palace, he is in "Talk to Avatar" mode.***

The Avatar *must* attend the banquet before the plot can advance, as it is the only way to meet Pothos (who has been on an unsuccessful reagent-gathering expedition elsewhere on the Isle -- he lives in the Lunch Room until teleported here for dinner). It is impossible to reach Mad Mage Isle before meeting Pothos, since he has the key to obtaining the transportation.

The initial conversation is food-driven. The table is spread with strange food items on top of eggs -- picking up items of food triggers different episodes of conversation. Automatons come and go with more food.

At the banquet, the rivalry of the Mage cliques is made obvious. **In attendance are Filbercio, Frigidazzi, Rotoluncia, Gustacio, Mortegro, and Pothos.** ***The Mages are concerned by the Storms, and the isolation (Hawk's refusal to sail cuts the town off from food and other supplies.)*** **Rotoluncia accuses Filbercio of being weak-willed, more interested in his dalliances than in preserving the powers of the mages -- she wants the outsiders (the Avatar) questioned thoroughly. Gustacio objects that non-mages have civil rights. Rotoluncia threatens Gustacio, but Filbercio threatens to invoke the Council of Mages. Rotoluncia leaves in disgust.**

As Rotoluncia leaves, Pothos arrives with a report on the failure of his expedition to gather Blood Moss, due to the Teleport Storms. Filbercio openly threatens to send Pothos to the dungeons for this failure. Filbercio then adjourns the banquet to speak with Pothos in private. Mortegro invites Avatar to visit his manor.

5) OTHER PLACES TO VISIT AND THINGS TO DO IN PRE-MADNESS MOONSHADE:

5a) Mortegro, the necromantic sorcerer, invites the Avatar to attend his seances. He says that there are many spirits that desire audience with him. **(Ghosts have generic portraits.)** Here, Sparks' father thanks the Avatar for exposing the Fellowship and taking care of his son. Christopher warns him, "There are many souls in this realm who await you with revenge in their hearts!" **There is a touching scene in which Gwenno speaks briefly of her love for Iolo.**

Kane and Ale are also present when the Avatar comes here. Mortegro tries, but fails, to contact Edrin. This proves that Edrin must be alive (says Mortegro).

5b) The Mage Gustacio is investigating the strange magical storms. He demands information from the Avatar about the storm he went through. **He asks what colors of lightning the Avatar saw.** ***His research partner is Mortegro.***

5c) The Avatar can ask about the items he was given in Teleport Vale (see Teleport Vale townplot). Mortegro, Pothos or Gustacio can identify the body part. Any mage can identify the laboratory artifact, but no one claims to be missing anything. Anyone in Moonshade recognizes the wine -- Ernesto has the missing map. Asking about the moonsilk stocking brings juicy rumors from Bucia, or offers of purchase from the four interested parties (see below) -- but the Serpent cannot be recovered without Stefano's aid. Filbercio or Frigidazzi will recognize the fur cap -- she returns the Magic Helm at her private banquet, if possible.

5d) Captain Hawk takes up residence at the Blue Boar Inn, where he drinks to exhaustion and tells endless stories about his seafaring days (some of which contain useful clues). He is old and lonely, and will think highly of the Avatar if he listens to a few of his stories. [see below] **Companions note the name of the inn, ask Rocco where the name came from.**

5e) Fedabiblio knows the secret of which scrolls were consulted by Batlin. He can also provide information about the dead civilization of the Ophidians, and **once the Avatar has his spellbook,** can teach the Avatar a spell to translate writings in the ancient tongue. Scrolls are kept in a locked room.

5f) The Apothecary, Pothos, sells reagents as well as alchemical supplies. With the lack of **trade** with the mainland, Pothos is desperate for any supplies which the Avatar can sell him. Pothos needs Blood Moss **(see above) -- this can be obtained** from the woods south of Moonshade**., but the Teleport Storms have brought fearsome monsters to that part of the Isle (Pothos has just returned from there).**

Pothos remarks on how interesting it is that Blood Moss should be so potent, since it has a connection to the Fluid of Life (Blood). [Foreshadowing the later Bloodspawn magic.]

5g) Bucia knows the dirt on everyone in town, and can give the Avatar an introduction to the locals.

5h) The merchant Flindo is ready to serve as a guide **(through conversation)** to the city for the Avatar and his party. **Flindo promises to get the Avatar invited to a banquet at the MageLord's palace. Certain Mages (Torrissio, Melino, Columna) refuse to speak to strangers without a letter of introduction -- Flindo can provide this.** He **pockets** money for every deal he arranges. However, his political commentary is informed.

Flindo also warns the Avatar not to cross Filbercio, and tells about the Mountains of Freedom.

5i) The Rangers at the Winery are also the town guards. They are proud of their magical winepress, which operates without benefit of human labor. ***Julia warns strangers about the Mountains of Freedom, and tells them to behave while in town.***

5j) The old woman who sweeps the streets, Mosh, is a pitiful old crone who begs as she works (barking). **She is always accompanied by rats -- she *likes* rats. In fact, she sings to them. She knows two ancient and grisly folk songs which contain clues about Shamino's Castle and The Castle of the White Dragon.**

5k) Andrio and Freli are two young students of magic. They tag along after the Avatar (Worktype = "Follow the Avatar"), eager to hear his stories of far-away lands. Young ears hear much, and so the children have many clues for the Avatar if he only takes the time to talk to them. **For instance, Freli overheard that Torrissio was selling spells to Batlin.** ***And Andrio has heard many fantastic tales about the Mountains of Freedom. Freli knows the legend of Vasculio.***

If the Avatar has met Delin, he can ask Freli for a letter to take to his father. (see Fawn townplot)

5l) The Avatar may also buy spells and scrolls from the various Mages, if he has acquired a spellbook.

If the Avatar mentions the Stoneblood which he carries, some mages will recoil in shock, while others will quietly offer to buy it at exorbitant rates.

5m) Petra is very curious about the Gwani folk, because Gwenno asked her so much about them. "They have a magical coat of fur -- it glistens like diamonds!"

5n) Rocco, Hawk and (later) Stefano all know the dark rumors about Purlonio and Drogeni, the merchant and the enchantress who disappeared together a few centuries ago -- along with all of Purlonio's treasure. (see Mad Mage and Ice Plains townplots).

6) SPELLBOOK SUBPLOT:

6a) One of the reasons that the Avatar comes to Moonshade **is** in order to gain a spellbook. He is told to seek the Magister, Fedabiblio. Magister tells him that a spellbook is more than an item -- it is a part of your soul. In Moonshade, spellbooks are custom designed to suit the intended owner. The title page must be written with ink that contains a drop of the owner's blood. (The owner must surrender one hit point to the book to give it life **-- that is, take one hit of damage**.) ***Fedabiblio remarks that blood is full of powerful magical energy, though no one has yet found a way to channel that energy safely.***

This makes the spellbook a living part of the owner, and the book will not function for anyone else. Each person's book requires a unique reagent for the creation procedure. Fedabiblio identifies the Avatar's required reagent as **Mandrake Root, which can only be found on Monk Isle [see Monk Isle subplot].**

When the Avatar returns with Mandrake Root, Fedabiblio creates his spellbook. He also recommends that the Avatar seek out certain spells from the local mages -- he especially recommends Telekinesis.

6b) Fedabiblio suggests that the Avatar get one of the ship captains to sail him to Monk Isle. However, as the player may already know, Captain Hawk will not sail anywhere due to the extreme danger. He won't even let anyone use his boat. "It's suicide!" he'll say.

6c) Once the Avatar has spoken to Fedabiblio, he can acquire the Mandrake Root by simply dying and being resurrected on Monk Isle -- bypassing the Mad Mage townplot. The player would also forfeit the rewards on Mad Mage Isle -- the Jawbone, Teeth, and Boydon's companionship. Hopefully, most players will not choose this option. (Eventually, Avatar must go to Mad Mage Isle, or he cannot finish the game -- impossible to get to Isle of Crypts or Sunrise Isle.)

6d) Captain Hawk, Rocco and Flindo can all provide the Avatar with this clue: the Mad Mage knows the secret of teleporting around the islands. The Avatar should try to get in contact with Erstam.

6e) Once the Avatar has been clued in (see 6d), he receives the keywords which allow him to question the Moonshadites about Erstam the Mad Mage. Both Bucia and Flindo can reveal that Pothos has some secret link with the exiled sorcerer. (Pothos is Erstam's illegitimate son, but this is a secret which Pothos has never revealed.)

In secret, Pothos sells supplies to the Mad Mage. Trade with the Mad Mage is frowned upon in Moonshade. **Pothos can also give the Avatar a password which ensures that the Mad Mage will not immediately kill him.**

6f) If the Avatar has not attended the banquet, then he will be unable to meet Pothos. A notice at the shop explains that the Apothecary Shop is closed while Pothos performs a special errand for Lord Filbercio. Hawk and Flindo will suggest that the Avatar speak with Filbercio -- which triggers the banquet.

6g) Pothos refuses to cooperate with the Avatar, unless the Avatar proves himself by venturing to the south end of this island and acquiring the Blood Moss which Filbercio so desperately wants. The Avatar can then extort what he needs from Pothos (the Companions will remind the Avatar not to give up the Moss without getting something in exchange).

(If the Avatar has already obtained the Moss for Pothos, the Apothecary is grateful and becomes a friend of the Avatar. He trusts him with the information.)

6h) What Pothos reveals to the Avatar is this -- by going to an out-of-the-way dock, ringing the bell which is there, and chanting a Mantra, the Avatar can make a giant Sea Turtle appear. (When bell is "used," Avatar automatically chants the Mantra.) The Turtle will carry the Party to Mad Mage Isle.

6i) At this point, the Rotoluncia Subplot intervenes (see below).

6j) If Iolo has not been rescued, the other Companions refuse to leave the island. This scene occurs at the magical dock-bell, and is included in the bell's usecode. The Avatar cannot summon the Sea Turtle unless Iolo has been rescued (dead or alive).

6k) From Erstam, the Avatar can obtain the Jawbone and the means to arrive on Monk Isle.

7) ROTOLUNCIA'S SUBPLOT

7a) Once the Avatar mentions "Batlin" to anyone in town, Rotoluncia learns of it. She becomes convinced that the Avatar knows the secrets of gaining powers over Daemons (Batlin presented his companion, Palos, as a Daemon).

7b) At the end of the Avatar's next conversation in Moonshade, her automaton brings the Avatar a magical scroll. As a fail-safe, the message is delivered when the Avatar approaches Filbercio's palace. If the Avatar does not immediately open ("use") the scroll, one of his Companions does so for him.

7c) The scroll is magical, and puts the Avatar into conversation with Rotoluncia (who is not physically present). She explains that she believes that the Avatar and Batlin are somehow connected, that Batlin had a Daemon servitor, and that she would like information on how to control Daemons. Her request is polite.

Unfortunately, there is no way for the Avatar to satisfy her query. She does not accept the truth about gargoyles.

7d) In time, her automaton seeks out the Avatar again. (This is driven by flags and conversations -- it occurs two new conversations later, or when the Avatar arrives at the palace. If the first message was delivered at the palace, then the two conversations are merged.) Rotoluncia demands knowledge about Daemons, and warns that she is not someone to cross. Again, the Avatar cannot satisfy her.

7e) At Filbercio's banquet, Rotoluncia almost loses control. The MageLord threatens to convene the Council of Mages if she does not desist from trying to coerce the outsider.

(Except for her appearance at the banquet, Rotoluncia remains on the Lake Isle -- this prevents the Avatar from killing her too early.)

7f) At last, Rotoluncia loses patience. After the Avatar leaves Pothos' shop with the clue to Mad Mage Isle, but before he reaches the dock, Iolo is kidnapped. The Teleportation sprite appears, Iolo barks "Help!", and the Companion disappears.

7g) It should not be hard for the Avatar to guess who has done this deed. If asked, Flindo, Filbercio, or Gustacio all suggest an immediate search of Rotoluncia's manor.

7h) In order to enter Rotoluncia's manor, the Avatar can either slay the automaton which opens the door, OR he can get official permission from Filbercio (Ranger comes and orders the automaton to open up). In the first case, the Avatar gets to fight all of the manor's inhabitants; in the latter, he gets to search without opposition (except from the occasional trap). Rotoluncia is not here. Player can find Serpent Tooth to Furnace in her chambers -- Tooth leads to locked room.

Egg causes Shamino to suggest ransacking the place, taking anything of value. Dupre remarks that this doesn't sound like "honest" Shamino. Scene is a clue that Shamino is becoming imbalanced.

7i) These actions make the keyword "Rotoluncia" appear in most of the local conversations. Bucia or Flindo can tell the Avatar of the former special relationship between Filbercio and Rotoluncia (they were lovers).

7j) If the Avatar speaks to Filbercio, the MageLord suggests that Rotoluncia might have taken Iolo to his lake manor (when they were lovers, she spent much time here, and still has a key). Filbercio gives the Avatar permission to use his yacht to sail to the Lake Isle. ("I hope the Teleport Storms don't get thee -- stay close to shore!" he warns.)

The yacht cannot leave the lake. The yacht can only be "used" once the Flag has been set by Filbercio's conversation -- otherwise, the boat remains at its moorings, magically protected.

7k) On Lake Isle, the Avatar and his Companions get to kill servitors and battle Rotoluncia. Rotoluncia's Death Usecode makes her surrender; if the player still wants to kill her, he can (if her life is spared, she remains a useful character in exile at Sleeping Bull).

7i) Iolo is in a cell, beyond the torture chamber.

8) RETURN-TO-THE-MAINLAND SUBPLOT:

8a) Even though the Avatar has gained his spellbook, been to Monk Isle (and probably Mad Mage Isle), he still cannot leave the Isle of Beyond. The Serpent Jawbone does not have any Teeth yet which lead to the mainland. (The Avatar might have the Tooth which leads to Furnace, but it goes to a locked room.) No mage will sell his Tooth, and they cannot be stolen (Batlin stole one from Rotoluncia previously, and every mage is on guard now).

8b) Several characters (Captain Hawk, Flindo, Rocco) recall rumors of ancient passageways connecting the islands. They send the Avatar to speak with Fedabiblio.

8c) Fedabiblio confirms that this is true -- the Avatar can venture into the underground realms, through the Catacombs of Moonshade, through Claw, into Furnace, and reach the mainland beyond. He reveals these truths about the underground world --

* Julia (of the Rangers) has the key to the gate of the Catacombs.

*** The Catacombs of Moonshade are infested with rat-men. It would be nearly impossible to get through.**
*** Beyond the Catacombs is a place known as Claw. In Fedabiblio's manor, he has** a very curious skeleton **recovered** during an expedition to Claw. It seems to be half human & half cat. ***Dupre says that it is a grisly trophy (he hates skeletons).***
*** Last comes the subterranean realm known as Furnace. The heat is deadly. Nobody can survive Furnace.**

8d) Julia predicts the death of all who attempt such a journey. She says that they must find some way to protect themselves from the heat, and to guard themselves from the rat-men. She gives the key to the Avatar only if he bribes her. (This encounter exists to provide the player with extra warning not to attempt the dungeons unprepared.)

8e) The key to getting through the Catacombs of Moonshade is to speak with Mosh *after* speaking with Fedabiblio -- you now get the keywords to ask about the Rat-Men. She won't answer your questions unless you first buy her a meal at the Blue Boar. Then she gives you the secret to their kingdom -- a magic harp.

Mosh will ask for wine -- if the Avatar feeds her again (at any time), she becomes his friend. She then rewards him with the Magic Compass (see below).

8f) The cold spell can only be learned from Frigidazzi -- see the Frigidazzi subplot.

8g) The Catacombs of Moonshade are infested with Rat-Men. The Rangers keep the gate locked tight, and placate the pestiferous vermin by tossing them food. The Catacombs are also long and twisting (we'll keep adding twists as long as we can afford to), with many levels (linked basements) -- it is easy to get lost here. There are too many Rat-Men to kill them all (eggs continually hatch more).

At a medium distance within the Catacombs, several usecode eggs are planted. These check to see if the Avatar has the magic harp -- if not, a Companion remarks about that there must be some easier way to get through this dungeon, than to kill everything.

8h) Mosh's magic harp soothes the Rat-Men (it puts them to sleep for a short period). The Magic Compass, when placed on the ground and "used," points in the direction which the Party should go. It only works while in the Catacombs of Moonshade (in other locations, it points in a random direction). Eggs are set in the Catacombs to set flags according to the Avatar's progress, telling the Compass where to point.

8i) The Catacombs of Moonshade lead to Claw and Furnace (see those townplots). A voice egg causes one of the Companions to remark that this part of the Catacombs seems wet and dank (i.e. underwater).

9) FRIGIDAZZI SUBPLOT:

9a) Frigidazzi is Filbercio's paramour. The Avatar first meets her at the banquet, but she is attentive only to the MageLord.

9b) If the Avatar visits Frigidazzi's manor prior to getting a spellbook, her goblin servants do not let the Avatar in. (Frigidazzi is unique in having goblins as servants.) She does not have time for Mundanes.

9c) When the Avatar begins to question townsfolk about Cold Spells (which he can only do after speaking with Fedabiblio), a flag is set. The townspeople tell the Avatar that Frigidazzi is the

Mistress of Cold. Bucia and Flindo will warn against dalliances with the Magelord's lover, if spoken to. Filbercio denies knowing anyone who knows such spells, and gets suspicious of the Avatar if asked about Frigidazzi.

9d) After two such conversations, a goblin servitor greets the Avatar with a message from Frigidazzi. She has heard that the Avatar is asking questions about her, congratulates him on getting his spellbook, and invites him to her manor. *Scroll unlocks manor door, when read.*

9e) At the manor, Frigidazzi now admits the Avatar and his Party (if it is night, the servants ask the Avatar to return at an appropriate time). She talks about her explorations in the frozen north, now impossible due to the dangers from the Storms. Her goblins perform an exotic dance (simply use the goblin music from Western Forest, and make the shapes "dance"). Frigidazzi refuses to discuss business (selling spells), saying that this is a social occasion, a chance to welcome a new Mage to town society.

As the Party is leaving, a goblin hands the Avatar another note -- the Avatar is invited to return to the manor later that night, but he must come alone. (It is obvious that Frigidazzi has romantic intentions, if the Avatar is male -- if the Avatar is female, the note is more ambiguous.)

9f) Frigidazzi talks to the Avatar only if he comes by himself. She explains about cold magics, offers to show the Avatar some of her collection -- they move to another room of the manor (she insists that the exhibits are part of teaching the spell to the Avatar). She demands that her servitors bring wine (the Avatar can decline). When Avatar asks again about the spells, she "comes on" to the Avatar (regardless of whether character is male or female). Avatar gets a series of "yes/no" options through conversations, which bring the Avatar to Frigidazzi's bed chamber (adjacent to the museum room), allow the pair to embrace (through conversation), and [finally] to get into bed together.

9g) At any point in the "yes/no" sequence, if the Avatar says "no," this sets up the conversation so that Filbercio arrives shortly, "discovering" the Avatar in his lover's mansion. Alternately, Filbercio arrives when the two are in bed together. If the Avatar spoke to Flindo, Filbercio mentions that Flindo tipped him off. Filbercio shoots the Avatar with a spell, Avatar goes unconscious...

9h) Avatar awakens in the Palace, where his speedy Trial takes place. Filbercio has convened the Council of Mages (Filbercio, Gustacio, Mortegro), sentences the Avatar to the Mountains of Freedom dungeon. Avatar is knocked unconscious again... (All of this takes place in conversation, so Avatar does not have the chance to fight anyone.)

9i) Avatar wakes up, alone, in the Mountains of Freedom (see Freedom townplot).

9j) When the Avatar returns to Moonshade, he can pick up his Companions. Dupre is at the tavern *(Stefano leaves the Party when Dupre joins).* Shamino has gone hunting in the Wilderness Preserve (standing in the woods) -- Rocco knows this, as does Shamino. Iolo is at Gustacio's manor, reading old tomes. Boyden has the same schedule as Bucia (they have a budding romance).

If the Avatar has the Daemon Sword, the Companions remark on this.

9k) When the Companions are reunited, Shamino produces several scrolls. They were sent secretly by Frigidazzi, along with an apologetic note. She also sends a token of her affection -- the Serpent Earrings (stolen from Erstam years ago).

9l) The goblin servants will not admit the Avatar to Frigidazzi's manor. They report that she has been taken elsewhere by Filbercio (to Lake Island, and the yacht is at the Island -- the Avatar cannot visit). Filbercio is also on the Isle, and thus incommunicado for the balance of Post-Madness.

10) GUSTACIO SUBPLOT:

Gustacio has the Artifact of Truth. The Avatar cannot pass Gorlab Swamp until he has this object. He can obtain this object any time after Mountains of Freedom, but before (naturally) finishing Gorlab Swamp. The Avatar might need to return to Moonshade (via Serpent Gate) to perform this quest, as it is not forced on him during his first visit.

10a) After **the Avatar proves his worth by surviving the Mountains of Freedom,** Gustacio perceives the Avatar as a potential ally. **The Avatar must come to Gustacio's manor to pick up Iolo. Gustacio is amazed that the Avatar survived the dungeon, and invites him to help the mage with his experiments.**

Gustacio laments that his partner, Mortegro, has deserted him. (We send Mortegro to Temple of Tolerance at this time -- unknown to Gustacio, Mortegro is now a human lightning rod.) There is also now a strange altar in Gustacio's manor (see Tolerance townplot) -- he doesn't know how it got here, either, but suspects a teleport storm. When any container of liquid is placed on the altar, a magic sprite appears, and the container fills with the Water of Tolerance.

Iolo is in the manor library, reading tomes and chatting with Kane and Ale (recurring characters from Bull). The bard explains that Gustacio has promised to help Kane find his missing brother. Mortegro has assured them that Edrin is not dead (seance did not work).

Whether the Avatar accepts the invitation or not at this time is up to the player. If not, the Avatar can always return to accept the invitation.

10b) Gustacio gives a brief discourse on the Teleport Storms. They have three powers -- Teleportation (moving something to a different spot), Transposition (switching one item for another), and Transmutation (changing one item into another). Gustacio believes that each power is represented by a different color of lightning strike.

10c) Gustacio can also explain about the aberrant properties of Bane Lightning -- that it can sometimes frazzle magic items (such as Rudyam's Wand, if the player asks about it Post-Madness, or the Daemon Sword from Mountains of Freedom).

10d) Now Gustacio wants to prove the link between powers of lightning and their colors. He tells the Avatar to travel to the tower which Gustacio has erected north of the city. Here, the Avatar will perform an experiment. (Gustacio says there is little risk, but this is not a job which he wants to perform.)

There is a tower, surrounded by poles with small platforms on top. The Avatar must bring the Energy Globe which Gustacio gives him, and place it on the machine on top of the tower. The machine can now be operated (the Globe is an arcane battery).

But first, the Avatar must place eight experimental items, one per tower (Gustacio gives him the items in a bag -- an apple, a helmet, a fish, a pumpkin, a cup, a plate, a shield, and a hoe). There are eggs on top of every tower. If the Avatar puts the wrong object on a tower, a Companion corrects him and removes the item (to prevent the Avatar from putting plot-critical items out there).

The machine cannot be started until the objects are in place -- if the master lever is pulled before everything is ready, the lever stays "up," and the Companions say, "Wait!"

10e) Turning on the machine causes a Teleport Storm to glide in (strange clouds, booming sounds, Companions barking about the weather). This also causes the drawbridges leading to the towers to open, and locks the door leading downstairs.

10f) There are eight levers, matching the eight towers. Pulling the lever activates that tower, causing lightning to strike it. The exact effect depends upon which item is on the tower:

an apple	disappears (teleports, with Teleport sprite)
a helmet	transposes (replaced with a cat)
a fish	disappears (teleports) to the tower with the helmet/cat -- cat eats fish, Companion notices and remarks
a pumpkin	transmutes -- changes into a chair!
a cup	disappears (teleports)
a plate	transposes (replaced with a pine cone)
a shield	disappears
a hoe	transposes (replaced with a chunk of ice)

10g) After each lightning strike, the Companions ask the Avatar what color the lightning flash was, then argue among themselves about the color. Not until they have seen all three flashes will the Companions agree on the correct colors (the player can also figure this out for himself). The Companions then agree that the machine can be turned off.

10h) If the Machine is turned off AFTER all three colors have been identified, something goes wrong. The Energy Globe explodes (explosion sprite). Lightning strikes all around the Avatar. Iolo disappears, Shamino is struck, and then the Avatar is teleported...

...to the Blue Boar Inn. He must walk back to the tower to rejoin his Companions. Dupre is here, rejoins the Party, and remarks that Shamino is searching the woods for the Avatar and Iolo. He says that the Avatar was transposed for a mug of ale! The Energy Globe is gone, the drawbridges are down, and the stairs door is open.

The Avatar must walk in the woods until he stumbles upon Shamino. Shamino complains that the Storm stole his inventory. (All disposable items in his inventory are missing.) Shortly afterwards, Iolo walks up. He complains that the Storm dumped him into the sea, and he had to swim ashore!

10i) If the Avatar does not know the three colors of Lightning (i.e. if he turned off the Lightning Machine early), Gustacio sends him back to finish the experiment. If the Avatar does not have his Companions, Gustacio sends him to find them. Otherwise...

10j) Gustacio sends the Avatar to Fedabiblio, with a note asking for Fedabiblio's help. Fedabiblio uses his crystal ball to see in the past, and witness the moment when Edrin disappeared. Gustacio says to notice what color the lightning was. However, the real secret is to witness the moment when Edrin turns into Ale! (The secret is revealed.)

10k) When told the truth about Ale, Gustacio is surprised. He says the secret is to return to the tower, and arrange for Ale to be hit by Green Lightning (Green = Transmutation). He gives the Avatar an Energy Globe which glows sickly green, and says that it will attract only Green Lightning.

The Avatar is given a change to agree to the experiment. If he resists, Gustacio says that the earlier disaster was a fluke. Kane begs the Avatar to save his brother.

When the Avatar agrees, Gustacio talks to Ale. He tells the bird to meet the Avatar at the tower.

10l) When the Avatar places the Green Globe on the Lightning Machine, Ale flies and lands on one of the towers. Avatar can then turn on the Machine, and activate the tower. The Lightning strikes Ale, changing back to human form -- Edrin.

10m) Edrin thanks the Avatar for saving him. He explains that it was only his dreams which kept him sane. He tells about the strange fantasy life he has with a dream-maiden named Siranush. He doesn't know whether she is real or not. (This event allows Siranush to recognize the Avatar as a friend, and she will now talk to him in Gorlab Swamp.) ***Edrin does not believe his dreams are real, and so refuses to journey to Gorlab Swamp if told about it by the Avatar.***

10n) Edrin and Kane continue to live in the Blue Boar Inn, but have nothing more to do in the adventure. ***If the Avatar returns here after Gorlab is completed, Edrin is sad about never seeing Siranush again -- he now believes his dreams.***

11) THE ARTIFACT OF TRUTH SUBPLOT:

Gustacio possesses a rare artifact -- the Mirror of Truth. This was once a prized possession of the Lords of Moonshade, but over the years it fell into Gustacio's hands (reflecting the city's decline from its former ideals). The Avatar can learn that Gustacio has this item from Gustacio himself, or from Fedabiblio or Filbercio. Others in the city recall that such an item existed, but do not know where it is now (or believe Filbercio has it).

Gustacio will not surrender the item unless the Avatar determines his need (through conversation), and if the Avatar helps him with his experiment (see Gustacio subplot).

12) STEFANO SUBPLOT:

12a) The Stefano plot can be performed either pre-Madness or post-Madness. It is plot-critical, for this is how the Avatar acquires one of the vital blackrock Serpents.

12b) The treacherous Mage Filbercio was trying to blackmail the Lady Columna, with whom he desired to have an affair with. Filbercio paid the bandit Stefano to steal proof from Torrissio's mansion **(Torrissio is her lover, but not her husband). Stefano** escaped with her moonsilk stockings. Unfortunately, a Teleport Storm struck soon thereafter -- it changed the stockings into a mysterious **object** [the Avatar's **Serpent of Order].** Filbercio, who wrongly suspected Stefano of treachery, consigned him to the dungeons beneath the Mountains of Freedom. **This is where the Avatar meets Stefano (see Freedom townplot).**

12c) The Avatar rescues Stefano from the dungeon, and Stefano comes to live in the Blue Boar Inn.

12d) Columna learns of Stefano's raid. **(Through Flindo** -- Filbercio told **Julia** about Stefano's theft, as part of the **prelude to a night of debauchery. Flindo bribed Julia and obtained the story, which he sold to Columna.)** Columna and Torrissio conspire to have the bandit killed. **The Avatar can learn portions of this story by speaking to Flindo or Rocco.**

12e) When the Avatar next comes to the Blue Boar Inn, the frightened bandit asks for the Avatar's aid, promising to grant him a great boon -- he tells him of the magic **Serpent** that came to him by lightning (the **Serpent of Order,** which has been hidden away). **Stefano refuses to give up the Order Serpent until the hired killer -- the Death Knight -- has been slain. If the Avatar agrees, a flag is set.**

12f) At various times while the Avatar is in Moonshade, the Action Queue causes Stefano to run up to him, followed by the Death Knight and minions. If the Death Knight is slain, his death usecode turns off the Action Queue callbacks and sets a flag. Stefano now tells the Avatar where the Serpent is hidden, and gives him the appropriate keys.

12g) The Serpent is hidden in Stefano's forest hiding place. The key unlocks the door, and a second key unlocks the chest which contains the Serpent.

12h) The Avatar has **Columna's** moonsilk stockings, or knows where they can be found (he had them at the start of the game). He can give them to Filbercio, Torrissio, Columna, or Melino -- earning the appropriate rewards **(this is all plot-optional...)**.

Filbercio **(who desires Columna)** offers gold and gems. Actually common stones enchanted to appear valuable. The enchantment fades after a short duration. **Torrissio will no longer sell spells to the Avatar.**

Torrissio **(Columna's lover)** offers **a passionate interlude (if the Avatar is female),** or a **free** spell for the Avatar's spellbook (if male)**, from the list of spells which Torrissio has (see Spells document), if the Avatar will give him the stockings. If the female Avatar drinks the wine that he offers, she falls asleep and he steals the stockings (if Avatar has them in her inventory).**

Columna offers **a passionate interlude** with the Avatar **(if he is male) in return for the stockings -- then casts a spell to disintegrate the stockings, and gloats at the Avatar's displeasure.** "To think I would desire someone as mundane as you!! Ha!" **If the Avatar is female, she asks for mutual understanding and offers a free spell.**

Melino **(Columna's husband)** will fly into a jealous rage, **suspecting how the Avatar acquired the stockings. He throws you out of his house, and will no longer sell spells to you.**

13) POST-MADNESS MOONSHADE --

13a) When the Banes possess the Companions, Anti-Shamino comes to rule in Moonshade. His very presence spreads ***Anarchy*** -- the people refuse to live according to law. Moonshade is a city of disorder, a madhouse, a place where magic is running amok. Garbage lies uncollected in the streets. The citizens are terrified of the "justice" of Lord Shamino (he is inconstant).

Eggs are placed about town, driving the following scenes:

*** As the Avatar arrives at the Apothecary shop,** Melino accuses Pothos of shortchanging him. **Pothos hotly protests his innocence. Julia and Anti-Shamino arrive. Anti-Shamino convicts Pothos and** has Pothos spectacularly killed on the spot.

(For the duration of Post-Madness, the Apothecary shop is open for plunder -- formerly, Pothos kept a close watch on the store.)

*** Mosh kills a cat with a Death Vortex. (She can now sell this spell to the Avatar, and remarks how exciting it is in Moonshade now that all the magic restrictions have been lifted.)**

*** At the Blue Boar Inn, Captain Hawk abruptly dies during conversation. Rocco declares that his drink was poisoned. Anti-Shamino and Julia arrive. Julia questions those present, determines that Hawk's major enemy was Ensorcio. Ensorcio arrives and arrogantly confesses. Anti-Shamino congratulates him on an execution well-done and makes him Chancellor of Moonshade.**

As Magister, it is Fedabiblio's job to handle inheritances. In his first conversation after the Avatar frees him (see below), Fedabiblio informs the Avatar that Hawk left behind a chest of personal items. (If the Avatar befriended Hawk in Moonshade, the Avatar inherits the key; otherwise, Hawk's drinking partner Dupre inherits after Anti-Dupre is vanquished. The chest is at the Seminarium.) In the chest is *a sextant and* the treasure map leading to the Serpent Crown (see Western Forest townplot).

*** There are a number of "dog pack" eggs placed around town. These hatch only when Anti-Shamino rules.**

13b) The Rangers become extortionists. Julia is Shamino's **sheriff**, and with the other Rangers [creatures/guards] is out to stop any crime which isn't paid for in advance. **Julia** sells certificates (scrolls) which allow you to ***steal for an hour.***

When the Rangers are called (due to violence or theft), they demand to see your scroll. **If you do not have one, Anti-Shamino sends the Avatar (and his party) into the Mountains of Freedom dungeon (again). Therefore, certificates become very useful.**

13c) Unfettered by their Code of Magery **due to the new climate of Anarchy,** the local mages are experimenting with dangerous powers formerly forbidden to them **(the Avatar can purchase higher-level death-type spells, previously unavailable -- Death Vortex, for instance). Ensorcio is openly experimenting with the forbidden Bloodspawn spells.** Gustacio is alarmed by the strange experiments going on. ***Almost any mage (except Gustacio) will teach the Avatar the Bloodspawn secret (see Mountains of Freedom townplot).***

The mages are curious about events elsewhere. They suggest finding an anti-illusion spell to counter Yelinda's curse, for instance.

13d) Topo and Ducio, the artisans, can build the **Prism** for the Avatar (see Monk Isle townplot for more information). **However, they desire to be paid for their work.**

13e) Andrio the Mageling **was trying to** master a dangerous new spell, **and instead filled the Seminarium with a pack of Headlesses. Freli trails the Avatar while he is in Moonshade, begging him to come rescue Andrio. (Andrio is hiding in a small room with a locked door, and comes out only when the last Headless is killed.)**

As a reward for saving Andrio, he gives the Avatar a free spell. Only after this mini-plot is over will Freli confess to his "accident" with Fedabiblio (see below).

13f) Ernesto at the Winery has created a new wine which has bizarre magical effects -- some people pass out, others go into rages, and some stumble along in drunken fits after a single sip.

13g) Filbercio has been deposed and humiliated by Anti-Shamino, and is now the city street sweeper. He will do anything to get his throne back, and is eager to recruit the Avatar as an ally. **If the Avatar has the Living Scalp (see Skullcrusher townplot), Filbercio frees him from the curse. As a token of friendship, Filbercio gives the Avatar one of his Serpent Teeth. He suggests that the Avatar acquire the others by raiding the mages' manor houses.**

13h) Mortegro's manor ***has turned into*** a chaotic realm filled with vengeful spirits. Spirits provide information, but also attack the Avatar. Spirits include Blackthorn, Elizabeth, Abraham, Hook, some dead Gargoyles, and Mondain. (We'll have generic, spooky/blurry spectre-portraits for these conversations.) ***If the Avatar has the Spectral Orb (see Skullcrusher), he can easily handle the spooks' attacks. If dispersed, the ghosts first make a good-bye speech and dump their clues.***

Even Batlin's ghost is here. It is clear that Batlin was duped, as the sage himself can explain. "Of course, Chaos Banes can't be taken through an Order Portal. I was blinded by my own ambition..." or somesuch. He explains that he learned about Soul **Prisms** from **Torrissio** of Moonshade. Mortegro is nowhere to be found **(see Tolerance townplot)**.

13i) The Avatar is sent to Moonshade by Gwenno and the monks (see Monk Isle townplot) to find the Scroll of the Serpents, said to be in the library of the Seminarium. However, Fedabiblio is missing. He has the only key to the Library room.

The mage-boys' prank backfired, and Freli accidentally turned **Fedabiblio** into a **statue. Not knowing how to turn the mage back to normal, the Magelings ran away. As Gustacio or Filbercio can explain, Torrissio is the master of Life spells. Unfortunately, Torrissio is angry at the Avatar and will not cooperate (either due to the Moonsilk Stockings incident, or because the Avatar is friendly toward Stefano, *or because Torrissio has been dosing a little too much Bloodspawn and is going crazy*). The Avatar can do one of two things --**

a) he can return the Philanderer's Friend to Torrissio (see Skullcrusher townplot), or

b) get a Certificate from the Rangers, break into Torrissio's manor, battle the automatons, and steal the secret to transforming Fedabiblio. The player is probably expecting to need a spell, and there are many spells here. However, the real secret is a Potion which is on Torrissio's desk (one of three -- the others are ordinary Potions). (A note in the Apothecary shop identifies the three potions by color and function.)

It is much easier to steal from Torrissio when he is not here (by studying his schedule) -- Freli and Andrio can help with useful information.

13j) The mages of Moonshade are jealous of their old mentor, the wizard whom they derisively speak of as the Mad Mage. They have been in the habit of stealing devices and books from his home, in order to learn new powers (the maze on Mad Mage Isle was designed to foil this thievery). The Moonshade mages possess many of the Serpent Teeth, but do not know the secret of the Serpent Jaw.

Filbercio encourages the Avatar to steal the Teeth from the manors, explaining that the ends justify the means. (Anti-Shamino would agree with him, of course...) The Rangers will sell Certificates to most of the manors. At each manor, the secret is to wait until the mage is gone, then break in, battle the servants, and find the teeth.

In order to "fix" the Demon Sword so that it will suck souls again (see Monk Isle townplot), the Avatar must consult Gustacio. The mage reveals that the sword can be repaired if its energies are realigned, which can only be done with the Flux Analyzer that was stolen from Gustacio. (Fortunately, Avatar probably previously recovered this artifact from Skullcrusher -- at any rate, he can obtain the needed artifact and repair the sword.)

- Rotoluncia's Tooth (to Furnace) is in her manor (player hopefully found this earlier)
- In the desperate Post-Madness times, Gustacio gives the Avatar the Tooth to Logic.
- Teeth to Enthusiasm and Skullcrusher are found in Torrissio's manor (he just stole one from Mortegro's manor in his absence -- see above).
- Filbercio gives the Tooth to Emotion (see above)
- Columna's manor has the Tooth of Ethicality (see below)
- Stefano has the Tooth to Tolerance (see below), and gives it to you if you find him.
- Frigidazzi gives you Tooth to Discipline after Anti-Shamino is slain, and gives you clue about the Gwani Tooth (see below).

If the Avatar mentions the Mortegro encounter (see Tolerance townplot) to Gustacio, he tells the Avatar the significance of the strange altar in his house.

13k) Stefano was paid by the followers of Filbercio to arrange the evidence which convicted Ensorcio of his crimes [see Sleeping Bull townplot]. As a reward, Stefano was allowed to take over Ensorcio's palace

and dwell there **(prior to his incarceration in the Mountains of Freedom)**. With Anti-Shamino in charge, however, Ensorcio has come back to town... (Stefano is in trouble again...)

At the Blue Boar Inn, Rocco gives the Avatar a note from Stefano. The thief says that he has something valuable for the Avatar, if he will come to a remote cabin. If the Avatar comes, Stefano rewards him with a Serpent Tooth (stolen from Melino).

13l) The Avatar cannot solve the Shrine of Discipline without the aid of Petra, the female automaton. (Hints are provided at Discipline and Monk Isle.) She will come, if the Avatar will give her the Crystal Rose (which he previously obtained in Fawn). She leaves the Party immediately after Discipline.

13m) Columna's beauty is artificial, maintained by an artifact of beauty **(the Comb of Beauty)** stolen **decades ago** from the palace of Fawn. [See Fawn townplot.] **In order to baffle Iolo's pranks in Fawn, the** Avatar must **acquire** the artifact and return it to Fawn **(same procedure as stealing Teeth, see above).** Columna turns into a frightening old hag.

14) THE ANTI-SHAMINO SUBPLOT:

14a) Anti-Shamino is looking for a suitable woman to be his consort. That woman is to be chosen by public vote. Frigidazzi wins (or loses...) the election. She is to be wed to Anti-Shamino. **The Avatar can learn this from Bucia (in juicy detail), or from nearly everyone else in town.**

14b) The Palace is well-guarded, and cannot be entered. The Avatar cannot contact Frigidazzi until all of the mini-plot flags (see above) have been set.

14c) Afraid of the lawless power of the Bane, **Frigidazzi** asks the Avatar to help her escape from Anti-Shamino, or to wreck the Companion's power. **She sends the Avatar a magic scroll, which puts him into conversation with her "by magic." The goblin servitor also brings a Serpent Tooth, as proof of her continuing affection for the Avatar.**

During the conversation, Frigidazzi tells the Avatar the secret of slaying Anti-Shamino. His "appearances" around town are illusionary -- the "real" Anti-Shamino is always in the palace. She tells him to get Filbercio to tell him about the secret entrance to the Palace.

14d) Anti-Shamino cannot easily be defeated by fighting, since he magically summons an infinite (well, continuous) stream of defenders (and because he has great magic powers, anyway). **His Death Usecode simply replaces his hit points, and calls more defenders -- Anti-Shamino cannot be killed.** In fact, Anti-Shamino does not even consider the Avatar to be a serious threat. **Even the Demon Sword does not appear to work on him.**

34) In order to slay Anti-Shamino, the Avatar must **enter the Palace.** Filbercio must **tell** him the secret entrance to the Mage's Palace**. Anti-Shamino is surprised by the intrusion, his guards do not appear so quickly, and his Death Usecode fails to save him from the Demon Sword...he is slain.**

GEOGRAPHY

Palace of the Mage (residence of Filbercio, also contains Great Hall of Magic)
Winery/Ranger Dormitory operated by the Rangers of Moonshade.
The **Capessii Canton** sells provisions, and has been operated by the same family for many generations.
The **Blue Boar** tavern is often the site for competitions among wizards -- any visitor might be challenged to an arcane duel. Flindo, Hawk stay here. Rocco and Petra live here.
Apothecary Shop (Pothos lives in back of store)

Artisans' Bazaar (open shops on the street, Ducio lives in structure here)
Seminarium (School of Magic, residence of Fedabiblio)
7 Manors (Ensorcio/Stefano, Columna/Melino, Torrissio, Rotoluncia, Gustacio, Mortegro, Frigidazzi)
Common Residences (Topo, Pothos, Flindo, Bucia, Mosh

BACKGROUND

This city is the home of the descendants of those mages who once lived in the City of Moon, and who refused to be bound by the Oath of Honesty. They are a tempestuous lot, refusing to be limited by the laws of others -- indeed, they pursue individualism at all costs. The local architecture reflects the mages' philosophy: Moonshade is surrounded by a jagged stone wall which refuses to fall into any kind of a pattern, and the mages' homes are made up of a bizarre variety of towers, domes and odd-shaped windows (or the best we can do with our existing art).

There are four classes in Moonshade: the *Adepts*, who are masters of magic; the *Lesser Mages,* whose ranks admit those who could not master the training of the School of Magic (i.e. Paladins and Apothecaries **-- they know a few spells**); the *Artisans*, who comprise the city's small company of skilled Mundanes; and the *Mundanes* who labor in the orchards and greenhouses.

Only Adepts and Lesser Mages have real power in Moonshade. They elect the *Council of Mages* (only Adepts may be elected), which in turn elects one of their number as the *Mage*. The Adepts are highly competitive, and form competitive factions which sometimes war openly (political assassinations are not unheard of). The Council of Mages regulates the use of magic, and may censure a mage who abuses his powers.

The mages have legends concerning the dealings which their ancestors had with Daemons (gargoyles), and the powerful magical secrets which they guard. Gargoyles are now rare on Serpent Isle [see the Furnace townplot].

The rotund mage, who called himself Batlin, left from here on a journey to the north -- but he did not speak of what he sought. The mages can show the Avatar the ancient scrolls which Batlin read. The locals remember that the storms began only after Batlin left to go north.

Sosarian sorcery is primarily a physical phenomenon, as opposed to something mystic or holy. Certain individuals have the ability to tap into the arcane energies, and by the use of certain words and reagents, can cause specific results to occur. For the most part, magic is controlled by set rituals which are known as spells. The results of a spell depend solely upon: the presence of the reagents, the successful completion of the spell ritual, and the experience of the caster. There is no supernatural being whose approval is needed in order to enable a casting.

Magic is an ability which one must be born with, and which can be detected early in those who are so gifted. In genetic terms, each parent contributes a magic chromosome -- "M" (can cast magic) or "m" (no magical aptitude). Each child bears two chromosomes, one from each parent, and the combination determines the child's abilities: "MM" produces an Adept (a master of magic, also known as a Wizard [always capitalized]), "Mm" results in a Lesser Mage, someone who can use magic to a more limited extent (such as a paladin or apothecary), and "mm" produces a Mundane (a non-magic-user). Note that the child of two Adepts must always be another Adept.

Those infants of Fawn or Monitor who prove capable of magic are spirited away by the Magister to the Seminarium in Moonshade, where the children can be trained under circumstances which assure the safety of all involved. (A "wild" mage-child is dangerous in the extreme, according to Sosarian lore.) Sosarian magical training includes a strong dose of regimented instruction, especially in the language and gestures of Sosarian spellcasting. **Vasculio (see Skullcrusher townplot) was a Wild Mage.**

Those children who cannot master their studies at the Seminarium do not become Adepts, but instead receive the rank and role of Lesser Mages (including Paladins, Apothecaries, and others). All Sosarian mages, paladins and apothecaries consider themselves to be citizens of Moonshade, regardless of where they currently live. One-quarter of the offspring of the paladins and apothecaries are Mundanes (having "mm" chromosomes) -- many of these emigrate to Monitor, where they join the military.

The Seminarium is divided into three colleges -- one each for male and female mages, and one for alchemists. The Seminarium is presided over by the *Magister*, appointed for life by the Council of Mages.

When children are found to have magical aptitude, the Magister comes to take them away to Moonshade to be trained in the ways of magic. Young mages leave the Seminarium and set up shop in the other **city-states,** but the best wizards manage to return home to Moonshade where they become instructors or Mages (masters of a clique).

All mages look forward to the day when their brotherhood grants them the opportunity to experiment with magic, and to create new spells or device new reagents. However, the strict traditions of the mages prevent most from experimenting illicitly on their own. In Britannia, spellcasting is seen as a necessary evil, a most dangerous art made palatable only by its constant use against the foes which threaten society. On Serpent Isle, the mages believe themselves to be the masters of their art, and deny their responsibility to society -- mages are only responsible to their fellow mages, and look down on non-mages. **The Companions mention this in their conversations.**

Mageling = has passed the Test of the Magister
Novice = in magic high school
Initiate = graduated high school, studying collegium magic
Adepts = graduate of collegic magic

CAST OF CHARACTERS

Filbercio Mage of Moonshade (M)

Filbercio is the Mage of Moonshade, and is a product of the fierce competition which is politics in the City of Mages. He is a practical ruler, suspicious but not paranoid, cautious when uncertain but energetic when sure of his goal. Very proud of his hats and his daughter. Easily alarmed.

Appearance: A short, chunky man with closely cropped black hair. Wears a shiny purple/red robe and a magnificent conical hat. Race: white.

Typical Quotes:
"By the Seven Stars, I'll not be dictated to by anyone!"
"We who are mages have been cut from a different cloth than those who are merely Mundanes."
"This could be done -- but what is in it for my treasury?"

Stefano Braggart and a thief (M)

Stefano is a thief who makes a perilous living hiring out his services in Moonshade. "Those bickering wizards constantly use me to appropriate items from each other, and their constant feuding is making me rich." He makes no secret of his position. Stefano is a braggart and show-off who will quickly wear on anyone's nerves. He has accumulated several fortunes, and spent them all on dashing clothes, elegant weapons, and extravagant parties.

NEW CHARACTERS

Name	Description	Townplot	Portrait	Shape	Conv?
Filbercio	MageLord of Moonshade (M), well-known playboy [Phil Sulak]	Moonshad	1st Pass	?	Yes
Rotoluncia	Rival Mage and megalomaniac, wants to possess a Gargoyle and use its powers to control Serpent Isle (F) [Amy Howe]	Moonshad	1st Pass	Look	Yes
Gustacio	Rival Mage, obsessed with the Storms, almost a good guy (M) [Larry Kruitz]	Moonshad	Done	?	Yes
Mortegro	Creepy necromage/seance/illusionist (Adept) (M) -- Rotoluncia ally [B.Z. Lewis]	Moonshad	1st Pass	?	Yes
Frigidazzi	Cold-fire mage, has Goblin as slave (Adept) (F) -- Filbercio ally [Teri Lynn]	Moonshad	1st Pass	Look	Yes
Fedabiblio	,Magister, Archaeologist-mage (Adept) (M) -- Gustacio ally [Kazutoshi Takaishi]	Moonshad	1st Pass	?	Yes
Torrissio	Powerful sorcerer (M), Columna's lover -- Rotoluncia ally [Richard Johnson]	Moonshad	1st Pass	?	Yes
Columna	Beautiful sorceress (F) -- Gustacio ally [Jeanne Sophia]	Moonshad	1st Pass	Look	Yes
Melino	Columna's husband (M) -- Filbercio ally, old, bald, seems wimpy. [Henri Wendel]	Moonshad	1st Pass	?	Yes
Ducio	Master Artisan (M), builds the Soul Jar devices [Don Derouen]	Moonshad	1st Pass	?	Yes
Topo	Artisan's assistant (M) [Mike Fuger],	Moonshad	1st Pass	?	Yes
Pothos	Apothecary (Lesser Mage) (M), has cool magical stuff for sale. [Russell Byrd]	Moonshad	1st Pass	?	Yes
Julia	Chief Ranger at Winery (F) [Tami Lyn Petrus]	Moonshad	Need Pic	Female Ranger	Yes
Ernesto	Other Ranger at Winery (M) [Billy Cain]	Moonshad	1st Pass	Male Ranger (creatu re)	Yes
Rocco	Tavernkeep at Blue Boar (M) [Michael Pfeifffer]	Moonshad	1st Pass	?	Yes
Petra	Automaton Barmaid at Blue Boar (F) [Melissa Cielock]	Moonshad	1st Pass	Petra	Yes
Bucia	Shopkeeper at Capessii shop (F) [Helena Cheung]	Moonshad	1st Pass	Look	Yes
Mosh	Street Sweeper (Mundane) (F) [Elizabeth A. Ward]	Moonshad	1st Pass	Look	Yes
Andrio	Novice (magic student, young person) (M) [Andrew Hoffman]	Moonshad	1st Pass	?	Yes

Freli	Mageling (child) (M) [Charles Cafreli]	Moonshad	1st Pass	?	Yes
Edrin	Bird that turns into a man (M) [Jack Shacklett]	Moonshad	1st Pass	?	Yes
Automaton Servant(s)	Servants of the mages.	Moonshad	Need	Male Automaton	Yes
Messenger Automaton	Brings messages. Stands outside Filbercio's palace initially.	Moonshad	Generic Automaton	Male Automaton	Yes
Goblin Messenger	Brings messages from Frigidazzi.	Moonshad	None	Goblin Female	No

SOUND NEEDS

Sound Effect	Townplot	Priority
GHOSTLY MOANS (from ghosts, during seance)	MOONSHADE	2

USECODE NEEDS

Usecode Item	Description	Townplot	Difficulty	Priority
End of Voyage (Conversation)	At end of voyage from Bull, set NPC passengers to new Moonshade schedules. Run Hawk's conversation.	Moonshad	?	1
Automaton Brings Invitation (Conversation)	Post to Action Queue for a male automaton to bring the Avatar a scroll in the future.	Moonshad	?	1
Banquet Starts (Conversation)	Filbercio creates chairs for the Party, "magics" the doors to lock, is set to bark (every so often) "Eat more" and "Help thyself"	Moonshad	?	1
Banquet Speech Egg	When item on top is moved, it calls conversation from someone in the room, and makes automaton bring more food to place on egg.	Moonshad	?	1
Magical Winepress (Conversation)	Animates Winepress, creates Bottle of Wine, Ranger picks up bottle.	Moonshad	?	2
Rats That Follow Mosh	Not sure of best way to do this. One way is to place eggs where Mosh hangs out, they hatch rats with new activity, "Follow Mosh."	Moonshad	?	1
Follow Mosh (WorkType)	Allows rats to follow Mosh.	Moonshad	?	1
Plaque That Changes	Sign at Pothos' Apothecary says different things, depending on plot flags.	Moonshad	?	2
Blood Moss Plant Usecode	"Using" plant produces Blood Moss reagent, deletes plant.	Moonshad	?	1

Magic Dock Bell Usecode	If Iolo Rescued: "Using" bells calls SFX, Avatar barks mantra, call Sea Turtle Surfacing sprite, move Sea Turtle here, make Party walk onto Sea Turtle, sail to Mad Mage Isle. Otherwise: Call conversation.	Moonshad	?	1
Bring Him A Scroll (Conversation)	Post in Future for Messenger Automaton to teleport off-screen, walk to Avatar, set flag, and initiate conversation.	Moonshad	?	1
Magic Scroll Usecode	Using this special frame of Scroll initiates conversation, depending on Quality Number.	Moonshad	?	1
Iolo Kidnapped (Conversation)	Post to Action Queue for some member of Party (by default, Iolo) to be teleported away (sprite, SFX) to Lake Isle in future.	Moonshad	?	1
Speech Egg	Causes Shamino to enter conversation.	Moonshad	?	1
Yacht Usecode	Avatar can use Filbercio's yacht when Filbercio has given permission (flag).	Moonshad	?	3
Rotoluncia Death Usecode	She confesses (run conversation).	Moonshad	?	2
Feed The Rat-Men Egg	Egg has chance of teleporting Ernesto here. Ernesto places food (disposeable) before the entrance to the Catacombs, barks "Feeding time!" and leaves.	Moonshad	?	3
Better Way Egg	If Avatar does not have Magic Harp, run Companions' conversation.	Moonshad	?	2
Magic Harp	Changes alignment of Rat-Men on-screen, so they don't attack. Calls SFX.	Moonshad	?	1
Magic Compass	When "used," changes frames to show the direction of the exit or next teleport egg (flag driven).	Moonshad	?	2
Progress Egg	Sets flag when Avatar passes. Used with Magic Compass.	Moonshad	?	2
Wet Egg	Calls conversation.	Moonshad	?	1
Seduction / Discovery (Conversation)	Avatar is seduced by Frigidazzi, caught by Flbercio.	Moonshad	?	1
Trial (Conversation)	Teleport Avatar, Filbercio, Gustacio, and Mortegro to Palace, run conversation.	Moonshad	?	1
Sentenced (Conversation)	Teleport Avatar to Mountains of Freedom. Change schedules: Dupre is at the tavern. Shamino is hunting in the Wilderness Preserve. Iolo, Kane, and Ale are at Gustacio's manor. Boyden has the same schedule as Bucia. Frigidazzi and Filbercio are set to stay on Lake Isle. Change Gustacio's schedule to "Talk to Avatar." Mortegro now scheduled to stand in Temple of Tolerance. Place Altar of Tolerance in Gustacio's manor.	Moonshad	?	1
Water Full Egg	When any Container of Liquid is placed on egg, magic sprite appears, SFX, and the container fills with the Water of Tolerance.	Moonshad	?	1

Battery Egg	Sets flag if Energy Globe is placed on it, unsets flag if Globe is removed. If Green Globe is placed, causes Ale to fly in and land on a tower.	Moonshad	?	1
Experiment Eggs	Avatar must place eight experimental items, one per egg. If the Avatar puts the wrong object on a tower, item goes back into Avatar's inventory and run Conversation. If right object, set flag. If object removed, unset flag. If a fish is placed on egg #2, and if a cat is nearby, causes cat to bark and "eat" fish.	Moonshad	?	1
Experiment Master Lever	If the master lever is "used" before the eight experimental items are in place (check flags), the lever stays "up," and run conversation. The lever causes: * a Teleport Storm to glide in * Companions bark about the weather * All drawbridges in area open * Lock exit door. If KnowColors flag is true, Green Lightning strikes Ale (sprite), replace with Edrin. When the lever is turned off, and if KnowColors flag has been set (but GotHit flag is false): * Energy Globe explodes (remove) * Lightning strikes Iolo (Blue Lightning -- he disappears -- put in Lunch Room) * Shamino (normal lightning -- delete all Disposable items he carries, set schedule to wander in nearby woods, "Talk to Avatar"), * And then the Avatar (Red Lightning). * Unjoin Party members. Set Dupre to "Talk to Avatar" schedule. Unlock door, lower drawbridges. * Set GotHit flag to true. * Teleport Avatar to Blue Boar Inn. Otherwise: Lower drawbridges, unlock door, cancel Storm.	Moonshad	?	1
Experiment Lever #1	Pulling the lever causing Blue Lightning to strike tower #1. The apple disappears (teleports, with Teleport sprite). Run conversation.	Moonshad	?	1
Experiment Lever #2	Pulling the lever causing Red Lightning to strike tower #2. The helmet disappears (sprite), replaced with a cat. Run conversation.	Moonshad	?	1

Experiment Lever #3	Pulling the lever causing Red Lightning to strike tower #3. The fish disappears (teleports, with Teleport sprite), appears on tower #2. Run conversation.	Moonshad	?	1
Experiment Lever #4	Pulling the lever causing Green Lightning to strike tower #4. The pumpkin disappears (sprite), replaced with a chair. Run conversation.	Moonshad	?	1
Experiment Lever #5	Pulling the lever causing Blue Lightning to strike tower #5. The cup disappears (teleports, with Teleport sprite). Run conversation.	Moonshad	?	1
Experiment Lever #6	Pulling the lever causing Red Lightning to strike tower #6. The plate disappears (sprite) and a pinecone appears. Run conversation.	Moonshad	?	1
Experiment Lever #7	Pulling the lever causing Blue Lightning to strike tower #7. The shield disappears (teleports, with Teleport sprite). Run conversation.	Moonshad	?	1
Experiment Lever #8	Pulling the lever causing Red Lightning to strike tower #8. The hoe disappears (sprite), block of ice appears. Run conversation. [By the way, have Mark put a hoe out in the middle of the Ice Plains somewhere...]	Moonshad	?	1
Iolo Shows Up (Conversation)	Teleport Iolo off-screen, have him walk in, activity is "Talk to Avatar."	Moonshad	?	1
Edrin's Secret (Conversation)	"Crystal Ball" scene shows Edrin struck by Red Lightning, turned into Ale.	Moonshad	?	1
Death Knight Egg	If Death Knight is alive, causes Stefano to run up to Avatar, followed by the Death Knight and minions. Stefano flees. Knight follows.	Moonshad	?	1
Pothos Dies Egg	If Shamino the Anarch is alive, teleport Melina and Pothos here and run conversation.	Moonshad	?	2
Judgment Day (Conversation)	Julia and Shamino the Anarch teleport in. Run conversation.	Moonshad	?	2
Die, Pothos, Die! (Conversation)	Pothos dies spectacularly (magic).	Moonshad	?	2
Die, Cat, Die! (Conversation)	Mosh casts a Death Vortex to kill a cat that is after her rats.	Moonshad	?	2
Die, Hawk, Die! (Conversation)	Kill Hawk. Run conversation.	Moonshad	?	1
Dog Pack Egg	If Shamino the Anarch lives, hatch dogs.	Moonshad	?	1
Make Prism (Conversation)	NPC takes Worm Hearts, creates Soul Prism (uncharged).	Moonshad	?	1
Container of Liquid Usecode	If anyone drinks Ernesto's Super-Magical Wine, might pass out, start dancing, or bark crazy things.	Moonshad	?	2
Ghost Egg	Hatches ghosts with unique ID numbers.	Moonshad	?	2

Ghost Death Usecode	Unique Ghosts have "dying" speech before disappearing. Run conversation.	Moonshad	?	2
New Potion Quality	Using Potion on Unique Statue causes it to turn into Fedabiblio.	Moonshad	?	1
Flux Analyzer Usecode	When "used" on Daemon Sword, fixes it (sets flag).	Moonshad	?	1
Beauty Egg	Sets flag if Comb of Beauty is taken.	Moonshad	?	1
Shamino the Anarch (Death Usecode)	Death Usecode simply replaces his hit points, and calls more defenders -- Anti-Shamino cannot be killed. Exception: If weapon was Daemon Sword, AND if Shamino is inside the Palace, then he teleports to lunch room (and dies), teleport Shamino's body here, change Daemon Sword to Have-Bane frame.	Moonshad	?	1

UNIQUE ART

Item	Townplot	Description	Type	Priority	Status
Male Automaton	Moonshad	Metal men	Shape	1	Check Art
Blood Moss Plant	Moonshad	Source of Blood Moss (?)	Item	1	Check TDA
Magic Scroll	Moonshad	Lets Avatar speak magically to sender. Recolor existing scroll in cycling colors.	Item	1	Need
Rat-Men	Moonshad	Powerful, mean folks who live in the Catacombs.	Shape	2	Need
Mutant Cat Skeleton	Moonshad	Skeleton - half-cat, half-human.	Item	3	Need
Magic Harp	Moonshad	Same size as lute.	Item	1	Need
Magic Compass	Moonshad	Has eight frames, each pointing in one of the eight directions.	Item	3	Need
Energy Globe	Moonshad	Magical battery of energy. One frame mixes red, blue and green. Other is only green.	Item	1	Need
Lightning	Moonshad	Blue, Red and Green Lightning sprites. (Just recolor existing sprites.)	Sprite	1	Need
Mirror of Truth	Moonshad	Magic item symbolizing Truth.	Item	1	Need
Treasure Map	Moonshad	The treasure map leading to the Serpent Crown	Map	1	Need
Potion	Moonshad	New color of existing Potion item.	Item	1	Need

BOOKS & SCROLLS

Book or Scroll	Townplot	Description	Priority
Scroll	Moonshad	Allows one to commit thievery for one hour. Signed by Shamino the Anarch.	1
Scroll	Moonshad	Invitation to dine at the MageLord's Palace.	1
Scroll	Moonshad	Letter of Introduction, from Flindo. To: Torrissio	2
Scroll	Moonshad	Letter of Introduction, from Flindo. To: Melino & Columna	2

Scroll	Moonshad	Frigidazzi has heard that the Avatar is asking questions about her, congratulates him on getting his spellbook, and invites him to her manor.	1
Scroll	Moonshad	The Avatar is invited to return to Frigidazzi's manor at night, and he must come alone. It is obvious that Frigidazzi has romantic intentions, if the Avatar is male -- if the Avatar is female, the note is more ambiguous. She also promises to teach him a very rare spell.	1
Scroll	Moonshad	Scroll sent secretly by Frigidazzi. She apologizes for getting the Avatar arrested, and says that she will send a token of her affection -- the Serpent Earrings (stolen from Erstam years ago).	1
Scroll	Moonshad	Scroll from Gustacio, asking for Fedabiblio's help (asks him to use Crystal Ball).	1
Scroll	Moonshad	Captain Hawk reveals that the Serpent Crown is hidden with his treasure.	1
Scroll	Moonshad	A note in the Apothecary shop (written by Pothos) describes the Statue-Changing potions by color and function.	1
Scroll	Moonshad	Stefano says that he has something valuable for the Avatar, if he will come to a remote cabin.	1